

The Hunter

Some persons are called upon to feed the village by culling dangerous animals from the wilds. Others might be called upon to find and bring wanted persons to justice. When something needs finding and killing, one calls upon this rogue: the hunter.

SPELLCASTING

When you reach 3rd level, you gain the ability to cast spells. See chapter 10 for the general rules of spellcasting and chapter 11 for the druid and ranger spell lists.

Cantrips. You learn three cantrips: druidcraft and two other cantrips of your choice from the druid spell list. You learn another druid cantrip of your choice at 10th level.

Spell Slots. The Hunter Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spells level or higher. You regain all expended spell slots when you finish a long rest. For example, if you know the 1st-level spell charm person and have a 1st-level and a 2nd-level spell slot available, you can cast charm person using either slot.

Spells Known of 1st-Level and Higher. You know three 1st-level druid or ranger spells of your choice. The Spells Known column of the Hunter Spellcasting table shows when you learn more druid or ranger spells of 1st level or higher. Each of these spells must be of a level for which you have spell slots. For instance, when you reach 7th level in this class, you can learn one new spell of 1st or 2nd level.

Whenever you gain a level in this class, you can replace one of the druid or ranger spells you know with another spell of your choice from the druid or ranger spell list. The new spell must be of a level for which you have spell slots.

Spellcasting Ability. Wisdom is your spellcasting ability for your druid or ranger spells, since you learn your spells through adapting to the cruelties of nature.

You use your Wisdom whenever a spell refers to your spellcasting ability. In addition, you use your Wisdom modifier when setting the saving throw DC for a druid or ranger spell you cast and when making an attack roll with one.

Primeval awareness - Beginning at 3rd level, you can use your action and expend one hunter spell slot to focus your awareness on the region around you. For 1 minute per level of the spell slot you expend, you can sense whether the following types of creatures are present within 1 mile of you: aberrations, celestials, dragons, elementals, fey, fiends, and undead. This feature reveals the creatures' location.

Spell save DC = 8 + your proficiency bonus + your Wisdom modifier

Spell attack modifier: your proficiency bonus + your Wisdom modifier

HUNTER SPELLCASTING

LvL	SL0	Known	SL1	SL2	SL3	SL4
3rd	2	3	2	-	-	-
4th	2	4	3	-	-	-
5th	2	4	3	-	-	-
6th	2	4	3	-	-	-
7th	2	5	4	2	-	-
8th	2	6	4	2	-	-
9th	2	6	4	2	-	-
10th	3	7	4	3	-	-
11th	3	8	4	3	-	-
12th	3	8	4	3	-	-
13th	3	9	4	3	2	-
14th	3	10	4	3	2	-

15th	3	10	4	3	2	-
16th	3	11	4	3	3	-
17th	3	11	4	3	3	-
18th	3	11	4	3	3	-
19th	3	12	4	3	3	1
20th	3	13	4	3	3	1

FAVORED ENEMY

Beginning at 3rd level, you have significant experience studying, tracking, hunting, and even talking to a certain type of enemy. Choose a type of favored enemy: aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, or undead. Alternatively, you can select two races of humanoid (such as gnolls and orcs) as favored enemies. You have advantage on Wisdom (Survival/Wildcraft) checks to track your favored enemies, as well as on intelligence checks to recall information about them. When you gain this feature, you also learn one language of your choice that is spoken by your favored enemies, if they speak one at all.

You choose one additional favored enemy, as well as an associated language, at 6th and 14th level. As you gain levels, your choices should reflect the types of monsters you have encountered on your adventures.

TRAPSMITH

Starting at 3rd level, you may craft traps. You must carry the materials necessary to craft traps with you. Any creature that succumbs to one of your traps must make a save equal to 8 + PB + your Wisdom Modifier or take damage equal to your sneak attack. On a success, this damage is halved. The save might be dexterity for a snare, constitution for a poisonous trap, whatever is appropriate. This damage may be nonlethal as long as you designate it so upon crafting the trap.

DEFENSIVE TACTICS

At 9th level, you gain one of the following features of your choice.

Escape the Horde. Opportunity attacks against you are made with disadvantage.

Multiattack Defense. When a creature hits you with an attack, you gain a +4 bonus to AC against all subsequent attacks made by that creature for the rest of the turn.

MULTIATTACK

At 13th level, you gain one of the following features of your choice.

Volley. You can use your action to make a ranged attack against any number of creatures within 10 feet of a point you can see within your weapons range. You must have ammunition for each target, as normal, and you make a separate attack roll for each target. If any of these creatures qualify for sneak attack, you may apply your sneak attack as normal to one of those creatures, or divide your sneak attack damage evenly amongst the creatures that qualify for sneak attack damage.

Whirlwind Attack. You can use your action to make a melee attack against any number of creatures within 5 feet of you. with a separate attack roll for each target. If any of these creatures qualify for sneak attack, you may apply your sneak attack as normal to one of those creatures, or divide your sneak attack damage evenly amongst the creatures that qualify for sneak attack damage.

STALKER

At 17th level, you gain the ability exploit vulnerabilities in your favored enemies. If you spend at least two turns expending your actions and bonus actions during that time to study a target, your next attack against that target is a critical hit. If this target is also one of your favored enemies, you have advantage on this attack roll.